Subject: Import From Visual studio 6
Posted by tojocky on Mon, 30 Jun 2008 10:56:23 GMT
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How can i import projects from visual studio6 to u++?
I attached a simple project.

File Attachments
1) V8Unpack.rar, downloaded 393 times

Subject: Re: Import From Visual studio 6
Posted by slashmais on Sat, 04 Oct 2008 12:51:02 GMT
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I also had this problem & the only way I found to do it currently is 'the hard way':

First:
Modularize and cleanup your vc-project:
split the win-api calls into their own modules from the more standard c/cpp code;
recompile your c/cpp code modules using the ANSI-standard (if you can, it would save you lots of pain later) replacing the microsoft specific function-calls until your vc-project compiles and runs correctly.

Second:
Create an empty Upp-project
unpack/copy your vc6 .h, .c/.cpp & .rc files to your new upp-project directory
In theide, right-click in the files-section of your new project, and select 'Insert package directory file(s)' on the popup. Select all your sources using shift+arrow-keys and hit enter.
(Don't compile unless you like to look at a gazillion errors)
Use your .rc as guide to construct your layouts.
Fix your headers & sources to replace windows-api calls, etc...
The ANSI-standard code *should* be OK (?)

HTH